# JAROSŁAW GAWEŁ

After graduating engineering studies, I would like to further develop my programming skills in C# and creating games in the Unity engine. I always was passionate about computer games. I have the ability to easily make new contacts and work in a group. I am ready for new challenges. My natural goal is becoming a valuable member of the team, that creates innovative and full of immersion games.

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**City:**
**Kraków**

## Skills

- C#
- Unity
- Git
- Blender (basics)

## Languages

**English:** B2

## Experience

12.2021 – 03.2022
**Intership Unity Developer** / Code Element

As an apprentice, I was involved in the development of a mobile game under a supervision of an experienced developer. In the course of working on the project, I learned GIT, design patterns, code readability and the project environment in Unity.

01.2018 – Present
**Driver** / Urszula Adamska Przedsiębiorstwo Handlowo Usługowe Prim

Work as a driver related to the service of hotel guests, contact with customers in English.

06.2015 – 01.2018
**Driver** / Customer Contact / Apartament Jagielloński

Cooperation with the Jagielloński Apartment, service for foreign clients.

11.2008 – 09.2012
**Driver** / Co-owner Radio Taxi 919 sp. z o.o.

Work as an official carrier at Krakow-Balice Airport, communication with clients in Polish and English.

## Education

10.2017 – 04.2021
**Wyższa Szkoła Ekonomii i Informatyki w Krakowie**

**Studies major:** Computer science and econometrics
**Specialization:** Design and production of computer games
**Educational level:** Engineer

## Certificates

**98-375:MTA: HTML5 Application Development**
**98-361:MTA: Software Development Fundamentals (C#)**